

Bridge Workshop

Lesson #4 - 1 NT & 2 NT Openings

Stayman Convention

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Opening 1 NT - General guidelines

Hand should have **15 - 17 High Card Points (HCP)**

- Hand should be balanced
 - No singleton or voids
 - No more than one doubleton
 - No 6 card suit

Opening 2 NT

- Balanced hand with 20-21 HCPs

More than 21 points in one hand are rare. Will discuss later.

Opener bids 1 NT. What should Responder be thinking?

- What do we know about the Opener's hand????
 - It is "Balanced"
 - It has 15 to 17 High Card Points (HCP)

- Responder looks at the strength of their hand
 - Primary categories
 - 0 - 7 (minimal hand - stop - think **red** light. There are exceptions which we will address later)
 - 8 - 9 (invitational - **yellow** light)
 - 10 or more points - (should be thinking game - **green** light)

Responding with 8 - 9 total points and no 4 card major

- Responder bids 2 NT
- Let Opener decide on final contract
 - If opener has 17 points, game is likely
 - If opener has 16 points, judgement is needed
 - If opener has 15 points, Pass

The Stayman Convention


- Opener bids 1 NT (15 to 17 HCP)
- To initiate Stayman - **Responder** bids 2 Clubs.
 - The 2 club bid is artificial and **does not imply anything about the responder's clubs.**
- Responder must have at least 8+ HCP points **and** at least one 4 card major
- **Do not use Stayman if Responder's hand is 4,3,3,3 distribution.** There is very little opportunity for ruffing with this distribution.

Opener's rebid guidelines to Stayman

Opener has 3 choices after Responder initiates Stayman with a 2 ♣ bid

- 2 ♦ shows no 4 card major
- 2 ♥ shows a 4 card ♥ suit and maybe a 4 card ♠ suit
- 2 ♠ shows a 4 card ♠ suit and **NO 4 card ♥ suit**

Remember - the 1 NT opener cannot pass the 2 ♣ bid!

Example: Opener (North) bids 1 NT - has 15 HCPs and 4 
Responder's hand is:

♠ A Q 7 2
♥ K Q 5 4
♦ 9 8 7 6
♣ 8

- 11 HCPs
- Two 4 card majors

Bidding using Stayman convention:

NORTH	EAST	SOUTH	WEST
1 NT	P	2 ♣	P
2 ♥	P	4 ♥	P
P	P		

Bidding Table

Opener's initial bid	Responder's initial bid	Opener's 2nd bid	Responder's final bid	Opener's final bid
1 NT				
	Pass (0-7) → 2 NT (8-9) → 3 NT (10+) →	Pass Pass or 3NT (17) Pass		
	2♣ (Stayman 8+ HCP & one or both 4 card major)	2♦ (no 4 card major)	2NT (8-9) → 3NT (10+) →	Pass or 3NT (17) Pass
	2♣ (Stayman 8+ HCP & one or both 4 card major)	2♥	3♥ (8-9) → 4♥ (10+) → 2NT (8-9) denies ♥ → 3NT (10+) denies ♥ →	Pass or 4♥ (17) Pass Pass, 3NT(17), 3 or 4♠ Pass or bid 4♠
	2♣ (Stayman 8+ HCP & one or both 4 card major)	2♠	3♠ (8-9) → 4♠ (10+) → 2NT (8-9) → 3NT (10+) →	Pass (15-16) or 4♠ (17) Pass Pass (15-16), 3NT (17) Pass

What if we don't have a 4 card major but...

.....we have 5 or 6 card suit????

How can we tell partner our shape and count????

Introducing the Jacoby Transfer Convention

Purpose:

- When Opener (your partner) bids 1NT, Jacoby Transfer allows Responder to better describe his hand (shape and points)
- Keeps the stronger hand (usually the Opener) hidden during the play of the hand

How does Responder initiate a Jacoby Transfer?

- Responder bids the suit one rank below the actual major suit he holds
- Responder must have 5 or more of suit he suggests partner bid via the transfer
- Responder can initiate Jacoby Transfer with as little as “0” HCPs
- After Responder initiates Jacoby Transfer, the Responder’s partner **must verbally announce “Transfer”**. On the next opportunity for the 1NT bidder to bid, he **must** “accept” the transfer by bidding the next higher suit bid by his partner at his turn **unless there is an intervening opponent bid.**

Jacoby Transfer Convention - continued

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Jacoby Transfer Convention

Example:

- Opener bids 1NT
- Responder bids 2♦ (this is a Jacoby Transfer asking partner to bid Hearts which is the next higher ranking suit)
- Opener bids 2♥
- What should Responder bid????

Responder's rebid after Jacoby Transfer

Responder's HCPs	Goal	Recommended action
0 - 7	Partscore only	Initiate Jacoby Transfer then PASS
8 - 9	Invite game	Transfer then bid 2NT (with a 5 card major) OR bid 3 of the major (with a 6+ card suit)
10 or more	Force to game	Transfer then bid a new suit (forcing) OR 3NT (with a 5 card major) or bid 4 of the major (with a 6 card suit)

Opener can more easily place the contract after seeing the above responses.

Examples

Ex. 1

Partner bids 1NT

Your hand: ♠ Q J 9 7 6 ♥ Q 10 2 ♦ 6 5 4 ♣ 7 4

Your hand values: 5 HCP and 5 ♠

Assessment: Even if partner has 17 HCP ($17 + 5 = 22$), not enough for game

Recommendation: Initiate Jacoby Transfer: Bid 2 ♥ (transfer to ♠) and then PASS after partner bids 2 ♠

Ex. 2

Partner bids 1NT

Your hand: ♠ A 8 4 ♥ K J 9 8 2 ♦ 7 2 ♣ J 9 3

Your hand values: 9 HCP, 5 ♥s

Assessment: Not enough for game

Recommendation: Initiate Jacoby Transfer: Bid 2 ♦ (transfer to ♥) and then bid 2NT after partner accepts the transfer.

Partner's rebid: can decide to bid further depending on shape and HCP...ex: PASS, 3NT, 3 or 4 ♥